

Fig. 1.

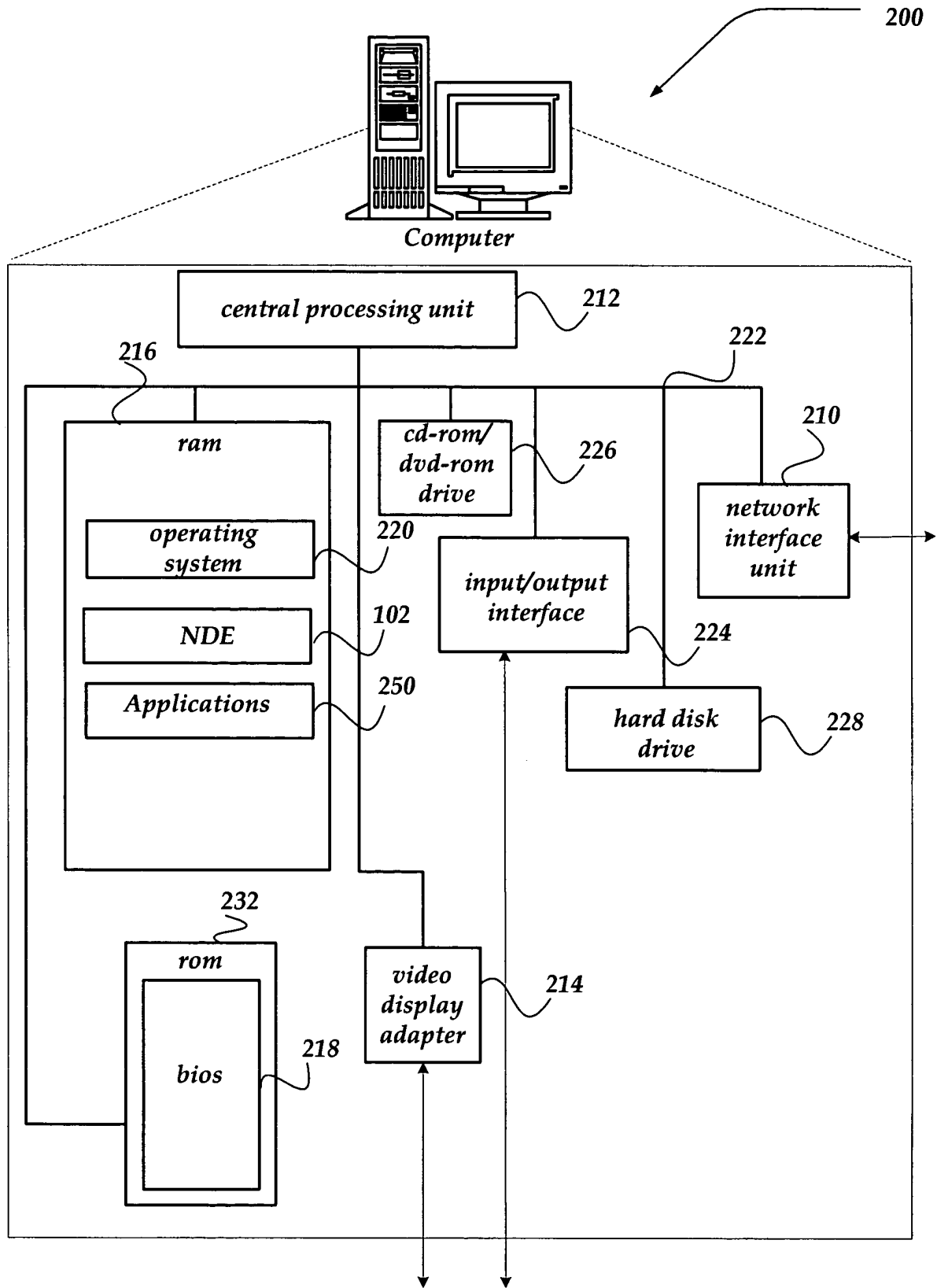


Fig. 2.

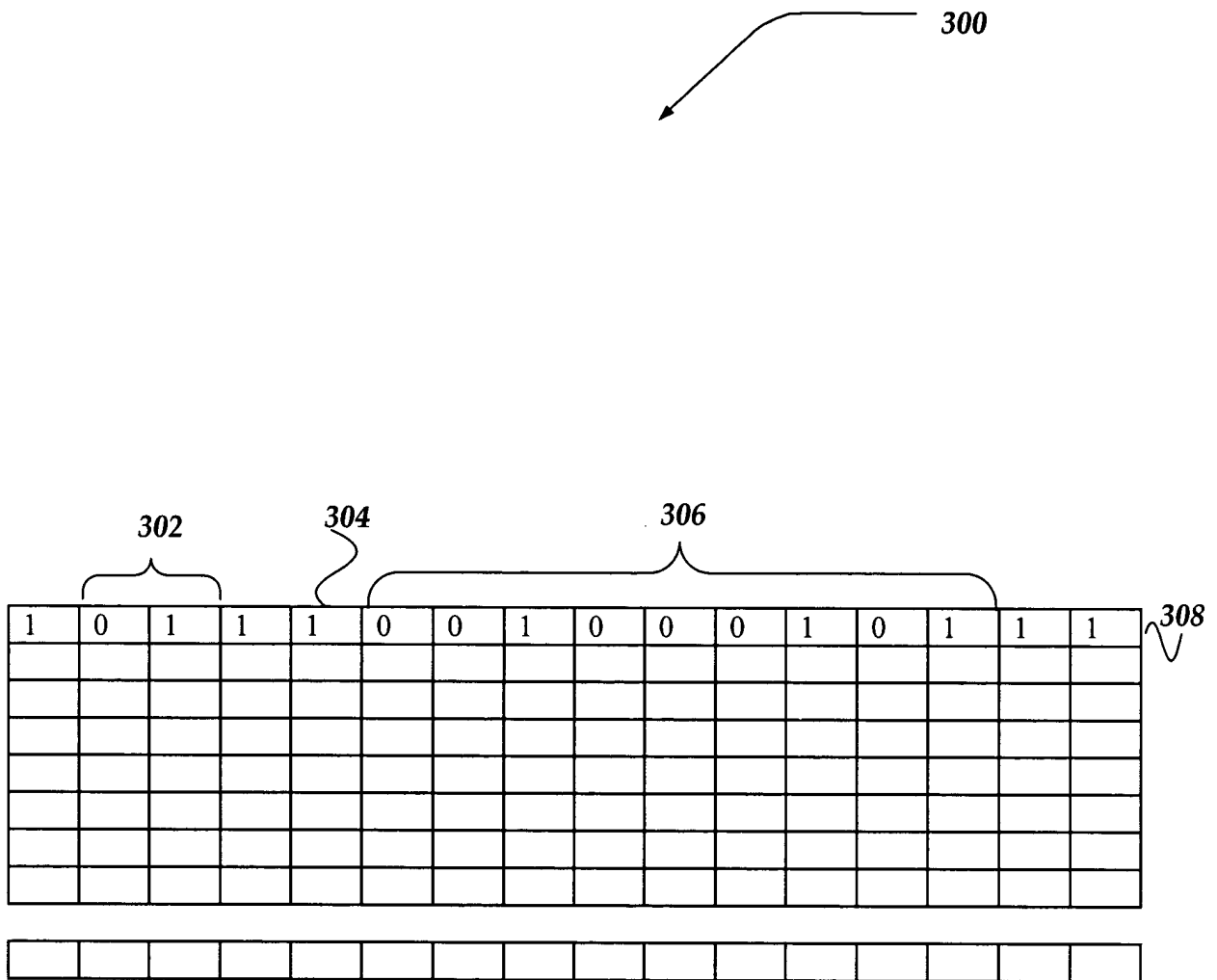


Fig. 3.

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EXAMPLE OF OPCODES AND ASSOCIATED ACTIONS	
OP_JMP_X_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_X_USING NEXT_8_BITS_Y,	Read the next 8 bits along the Y plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_X_USING NEXT_8_BITS_Z,	Read the next 8 bits along the Z plane. Use the bits read as the number of bits to move the Cursor along the X plane
OP_JMP_Y_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Y_USING NEXT_8_BITS_Y,	Read the next 8 bits along the Y plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Y_USING NEXT_8_BITS_Z,	Read the next 8 bits along the Z plane. Use the bits read as the number of bits to move the Cursor along the Y plane
OP_JMP_Z_USING NEXT_8_BITS_X,	Read the next 8 bits along the X plane. Use the bits read as the number of bits to move the Cursor along the Z plane
OP_SWAP_XY,	Swap the X cursor position with the Y cursor position
OP_SWAP_XZ,	Swap the X cursor position with the Z cursor position
OP_SWAP_YZ,	Swap the Y cursor position with the Z cursor position
OP_OPPOSITE_X,	All subsequent X cursor jumps are to move toward zero.
OP_OPPOSITE_Y,	All subsequent Y cursor jumps are to move toward zero.
OP_OPPOSITE_Z,	All subsequent Z cursor jumps are to move toward zero.
OP_NOT_CUBE	Every ON bit in the Entity is to be treated as an OFF bit and every OFF bit is to be treated as an ON bit

Fig. 4.

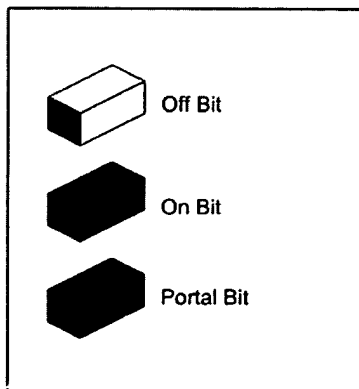
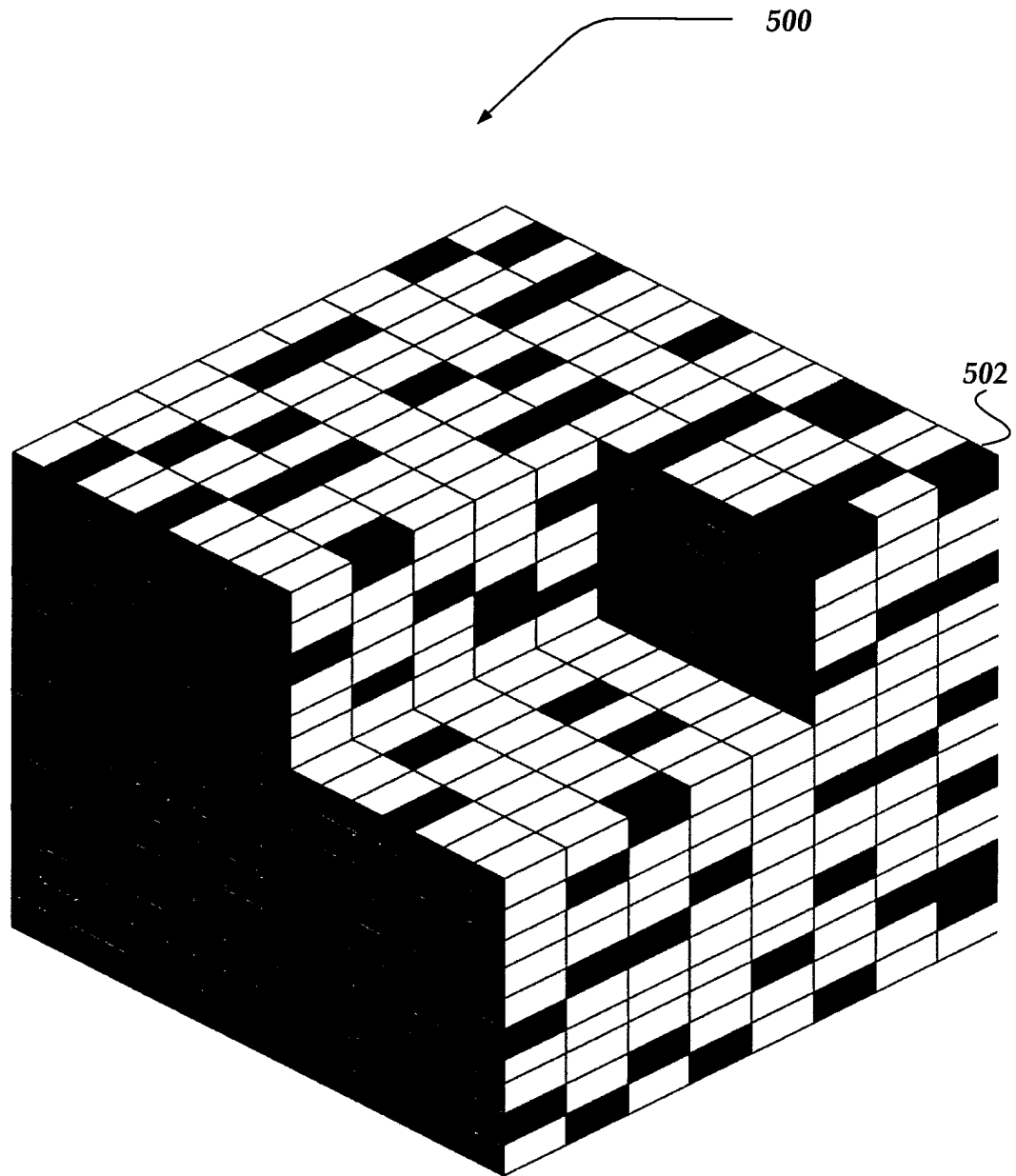


Fig. 5.

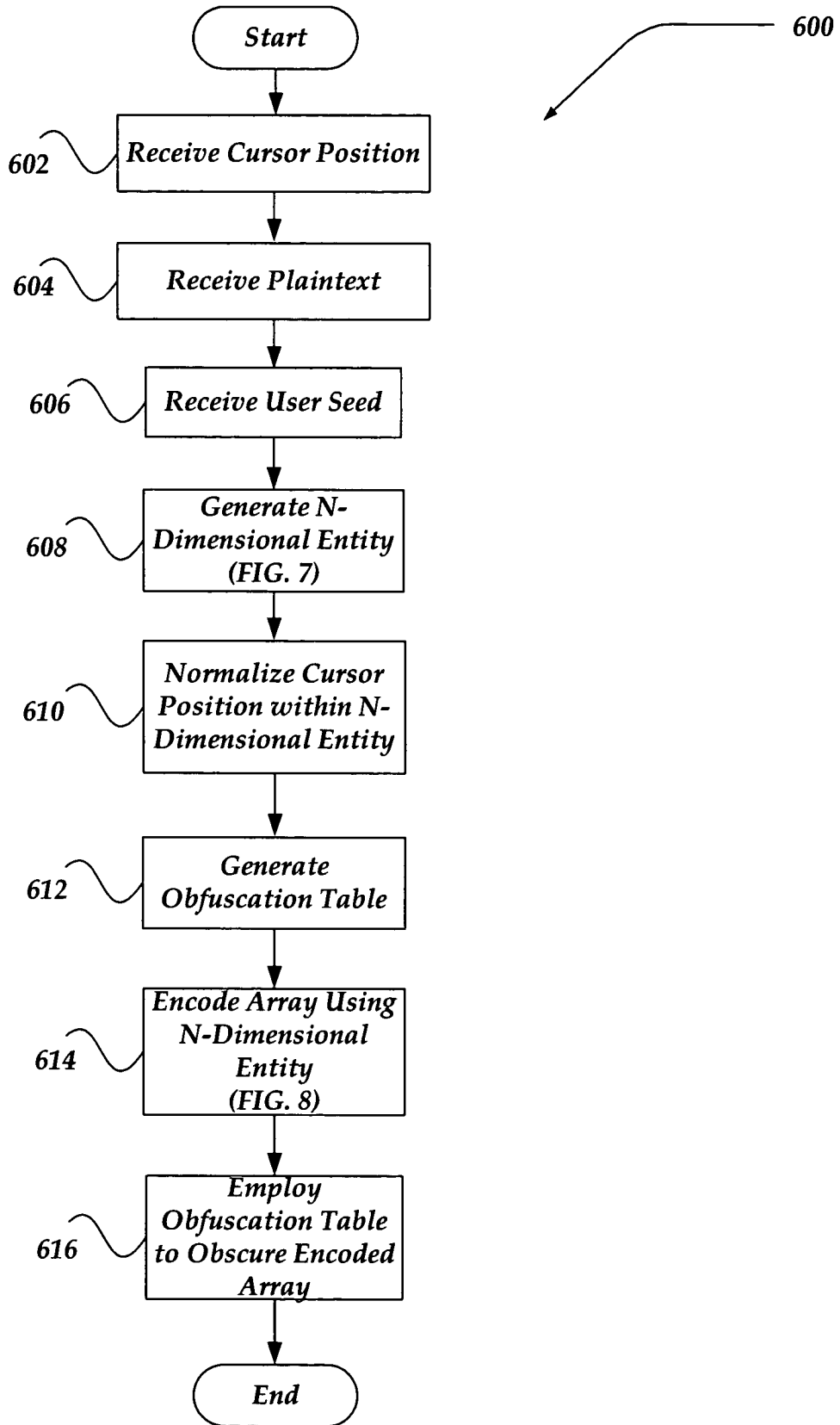


Fig. 6.

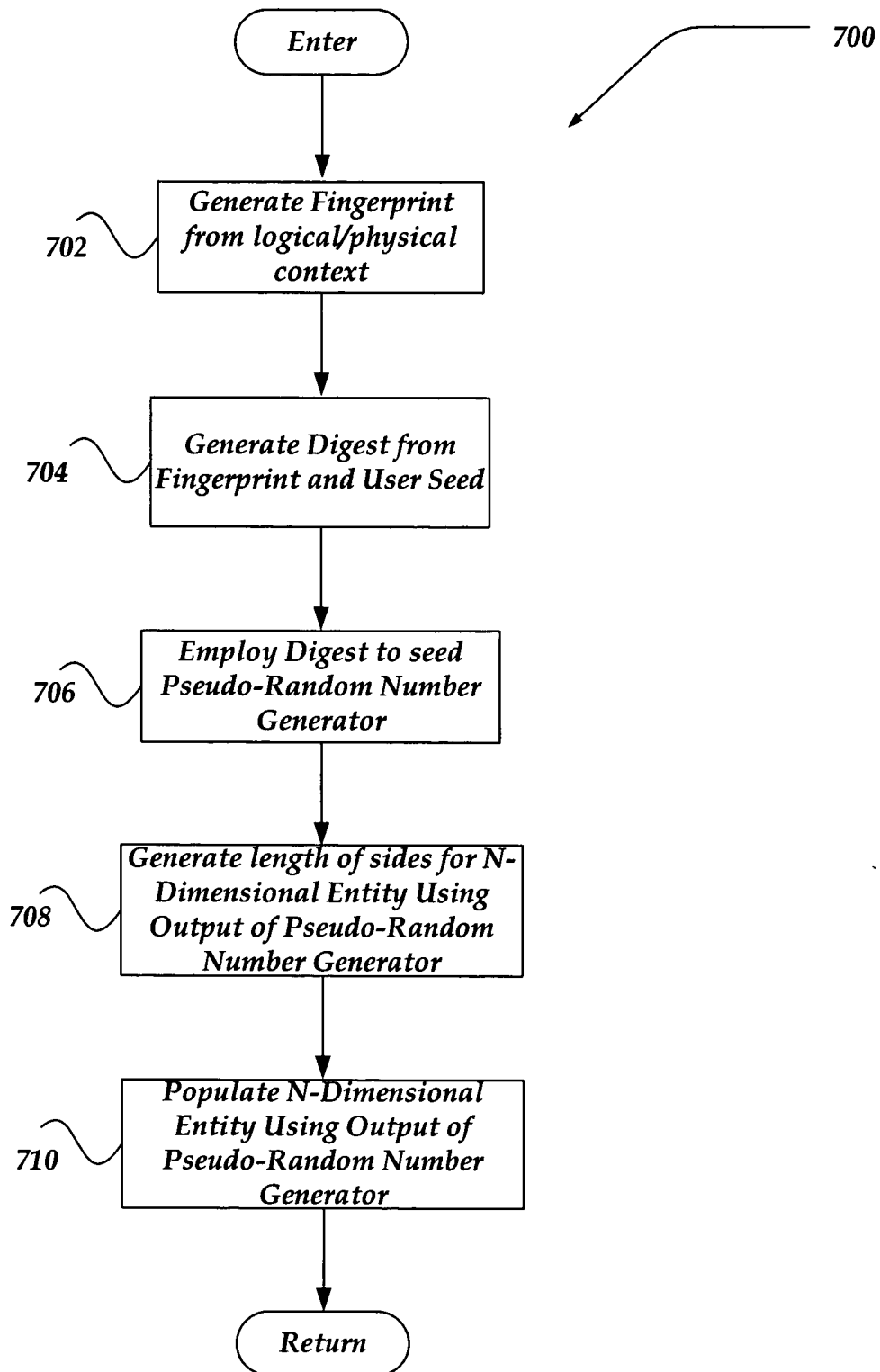


Fig. 7.

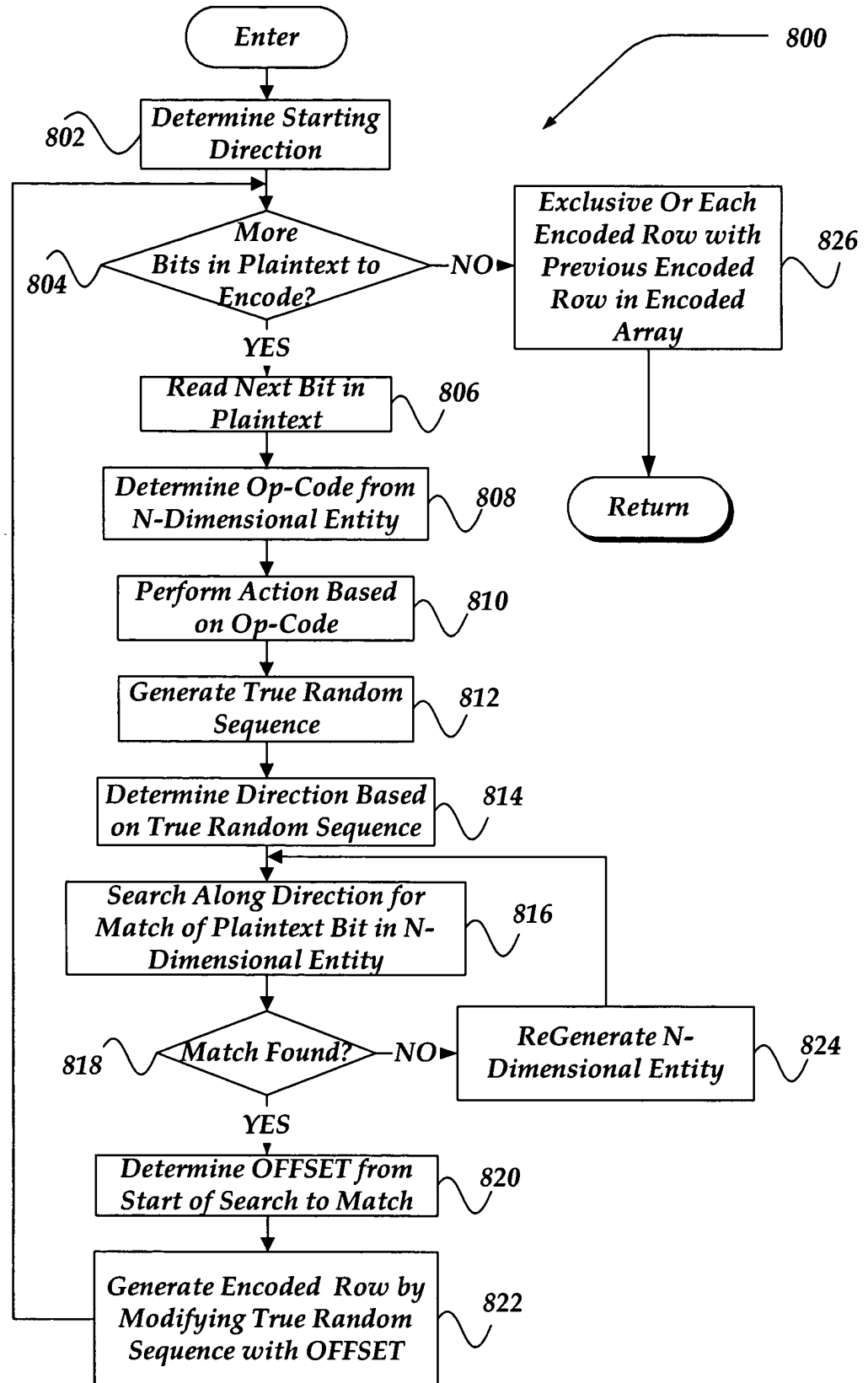


Fig. 8.

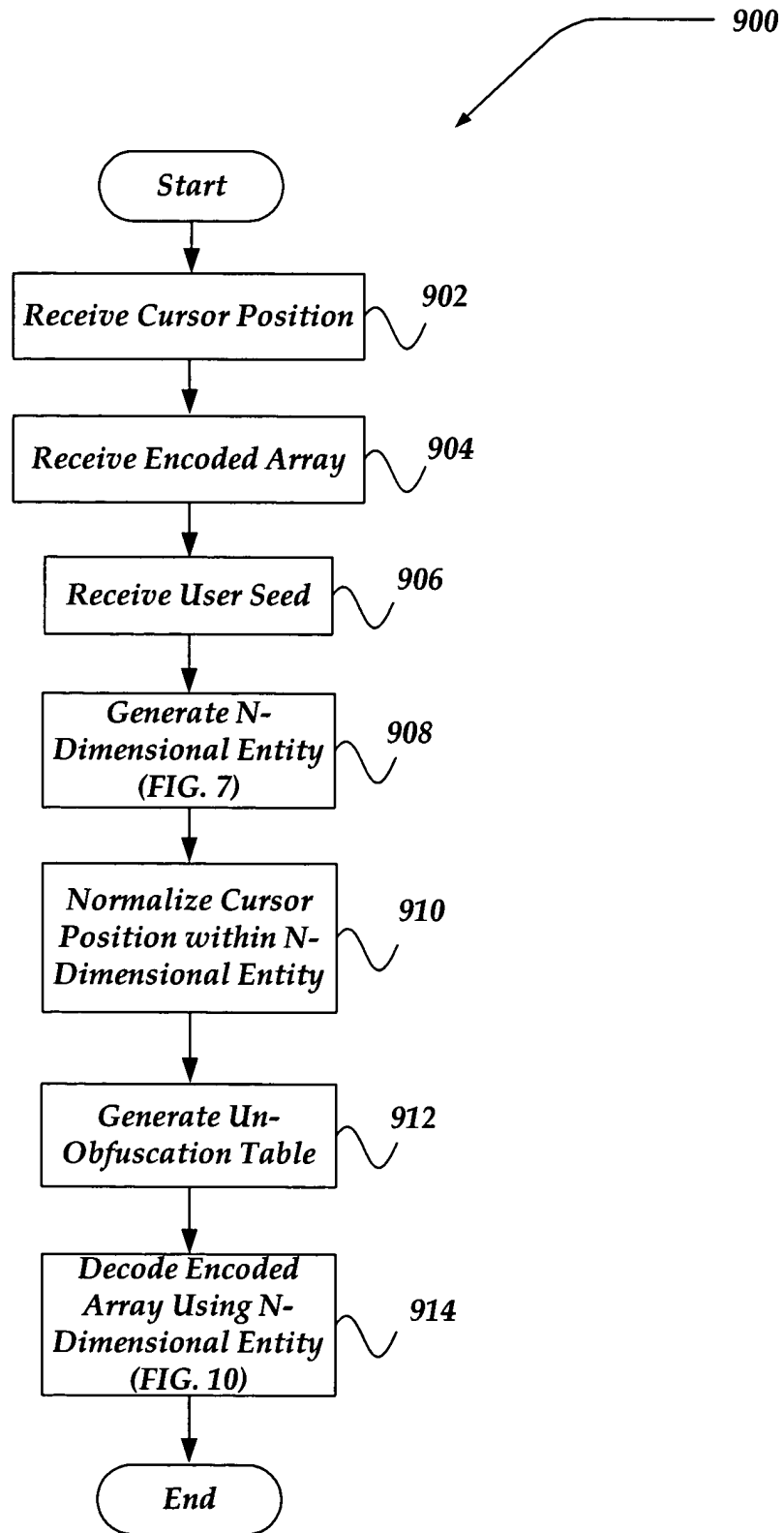


Fig. 9.

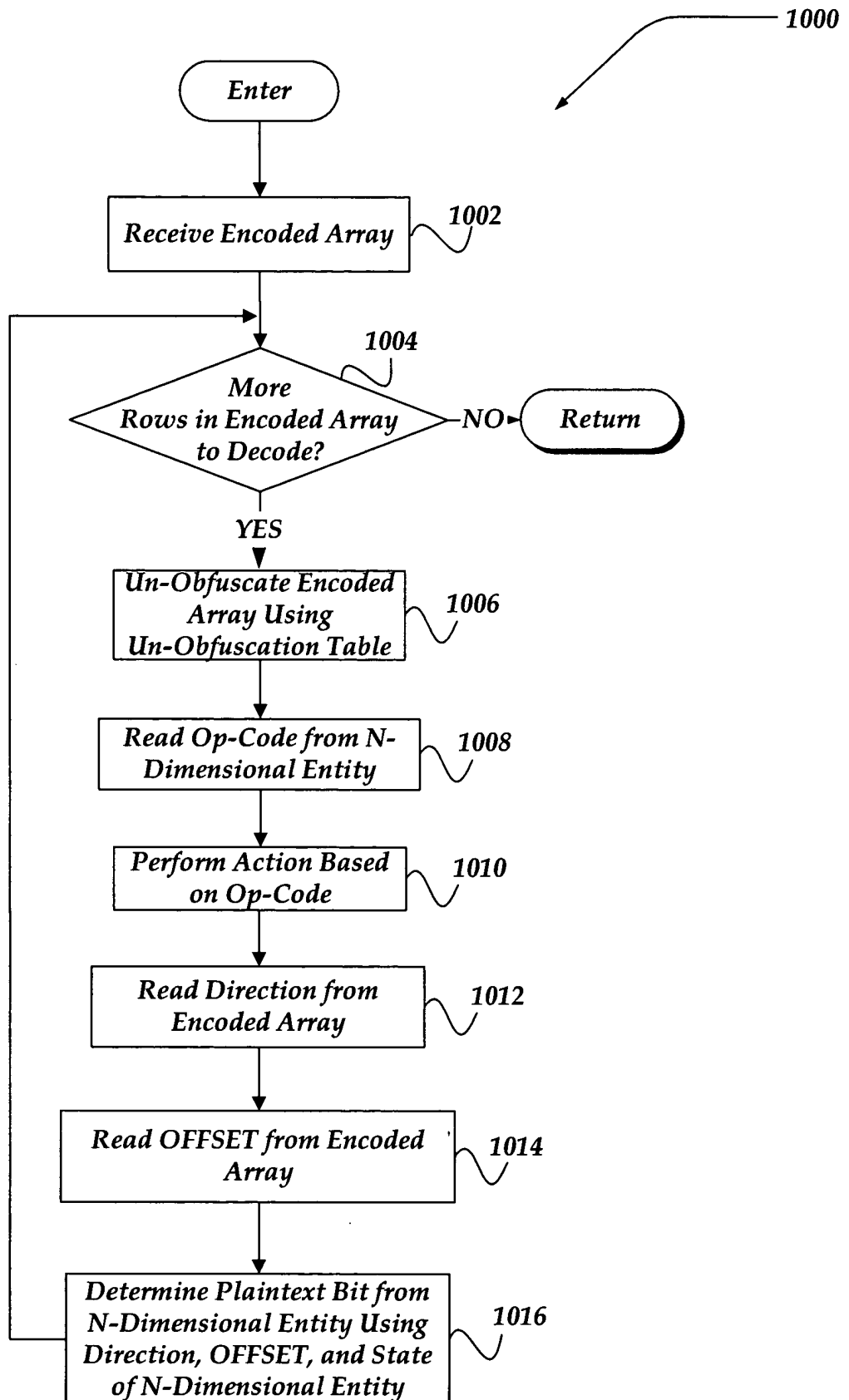


Fig. 10.